
Subject: Coyote Library Updates

Posted by [David Fanning](#) on Thu, 19 Jul 2012 19:13:11 GMT

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Folks,

The Coyote Library has undergone a number of changes in the past couple of weeks. This is normal when I am developing software, so please don't be alarmed. The purpose of the Library is to make MY programming easier. If you like the changes, that's just icing on the cake. :-)

There has been one significant development that might affect you. The SYMCAT function, which returns 46 different symbols, has been retired. It has been replaced with the cgSymCat program, which does exactly the same thing, but with some new features.

In particular, it is now possible to use symbol names rather than just symbol index numbers when specifying a plotting symbol. The idea is that it is easier to remember "filled square" than it is to remember, uh, 15.

```
cgPlot, cgDemoData(1)
cgPlot, cgDemoData(1), PSYM='filled square', /Overplot
```

Moreover, you can now get all the symbol names from cgSymCat, by doing this:

```
names = cgSymCat(/Names)
```

The list of symbol names is useful if you want to add them to a ComboBox widget or something like that.

The Coyote Library is slowly evolving into more of an object library (i.e., the addition of cgZPlot, which has undergone a great deal of recent development to support my Lidar work). To this end, two new objects have been introduced recently: cgOverPlot and cgLegendItem.

I have been using these objects to create overplots and legends for some of my work. cgPlot has been modified to work with them, but in a fairly rudimentary way. (I actually use cgPlot as the drawing routine for my more sophisticated graphics objects, so that is why the functionality is there. It makes getting nice looking raster files, via ImageMagick, a one-line operation using the OUTPUT keyword.)

Eventually, I think there will be a cgLegend object that will make use of the cgLegendItem objects, but that is not being worked on currently.

You can find the latest Coyote Library here:

http://www.idlcoyote.com/programs/zip_files/coyoteprograms.zip

As always, I'm interested in bug reports and good ideas. :-)

Cheers,

David

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David Fanning, Ph.D.

Fanning Software Consulting, Inc.

Coyote's Guide to IDL Programming: <http://www.idlcoyote.com/>

Sepore ma de ni thui. ("Perhaps thou speakest truth.")
